

Fig. 1

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10

12

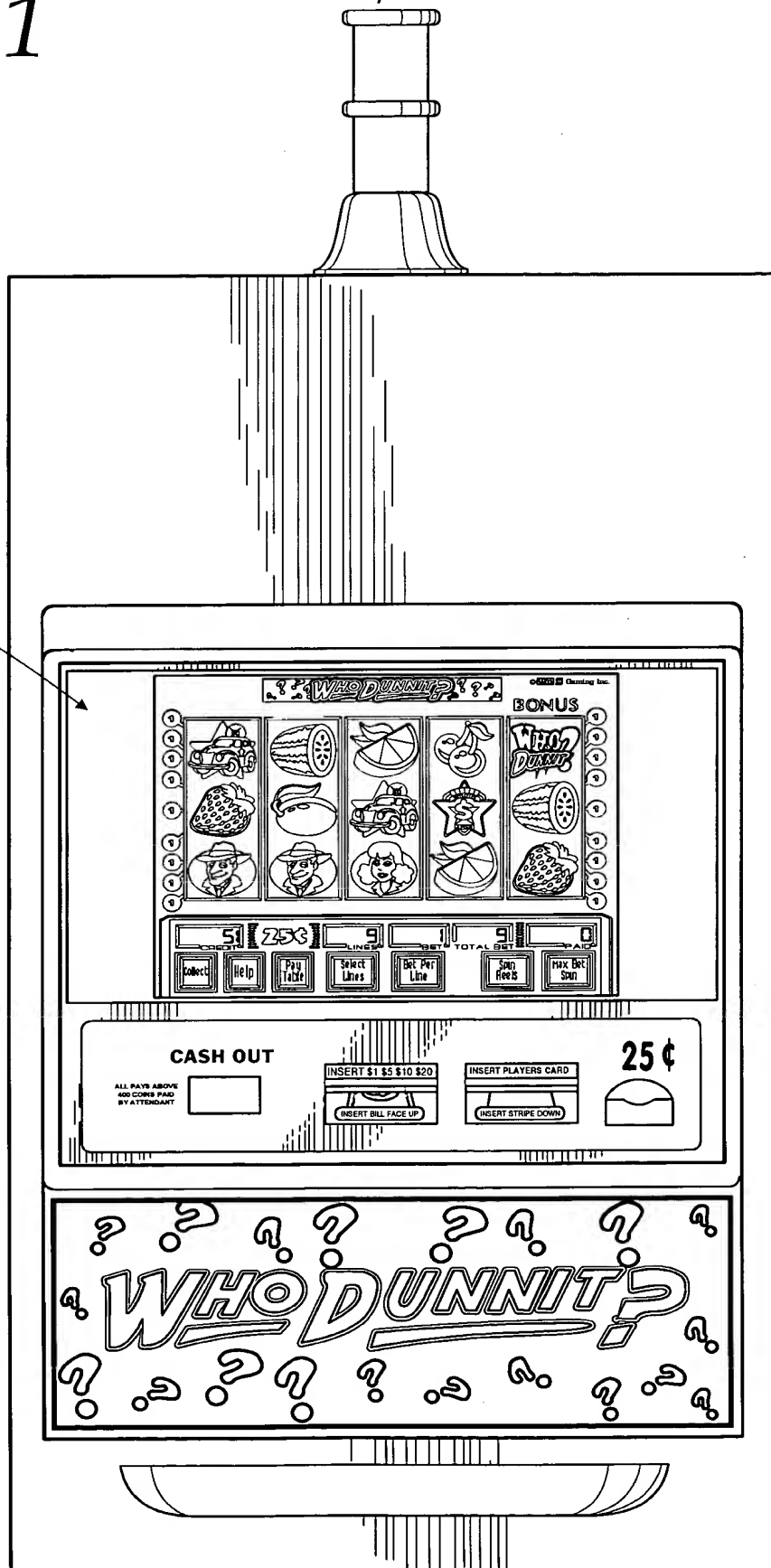


Fig. 2

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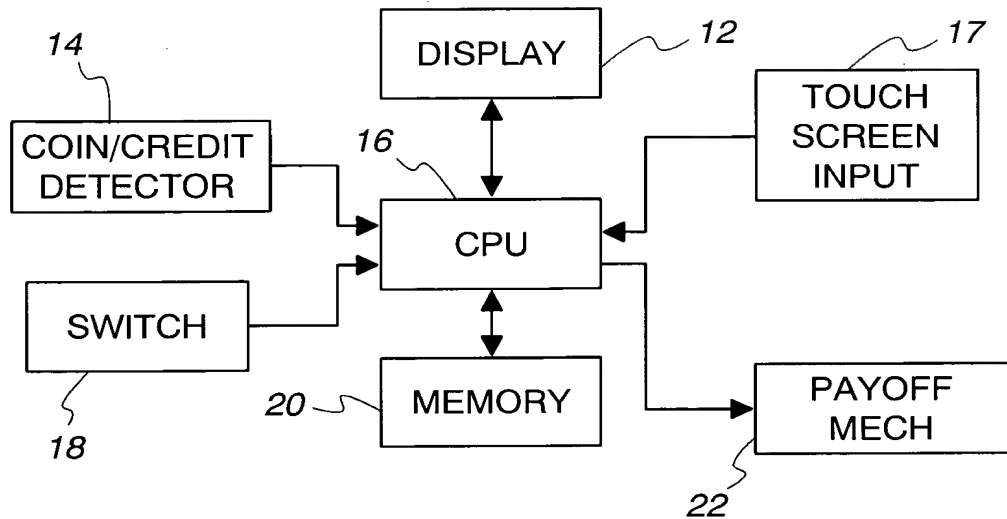


Fig. 3

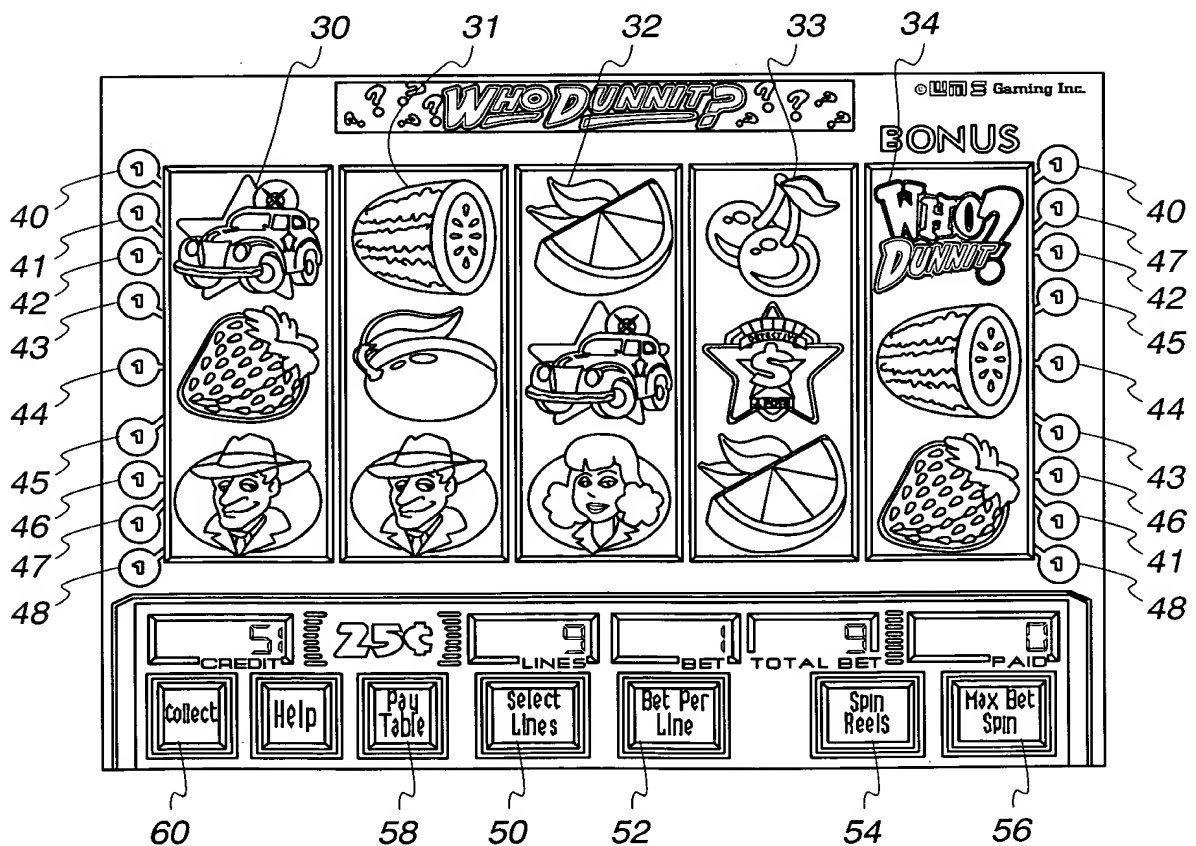












Fig. 4a

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WINS PAY LEFT TO RIGHT ONLY.
ALL LINE PAYS ARE MULTIPLIED BY LINE BET.
















5000		500	
400		200	
100		60	
15			
300			
80			
25			


More Pays

Return to game

Fig. 4b

WINS PAY LEFT TO RIGHT ONLY.
ALL LINE PAYS ARE MULTIPLIED BY LINE BET.

250		200	
60		50	
25		20	
150		100	
40		30	
15		10	
80			
20			
7			

 IS WILD FOR ALL

FRUIT. SEE NEXT PAGE

More Pays

Return to game

Fig. 5

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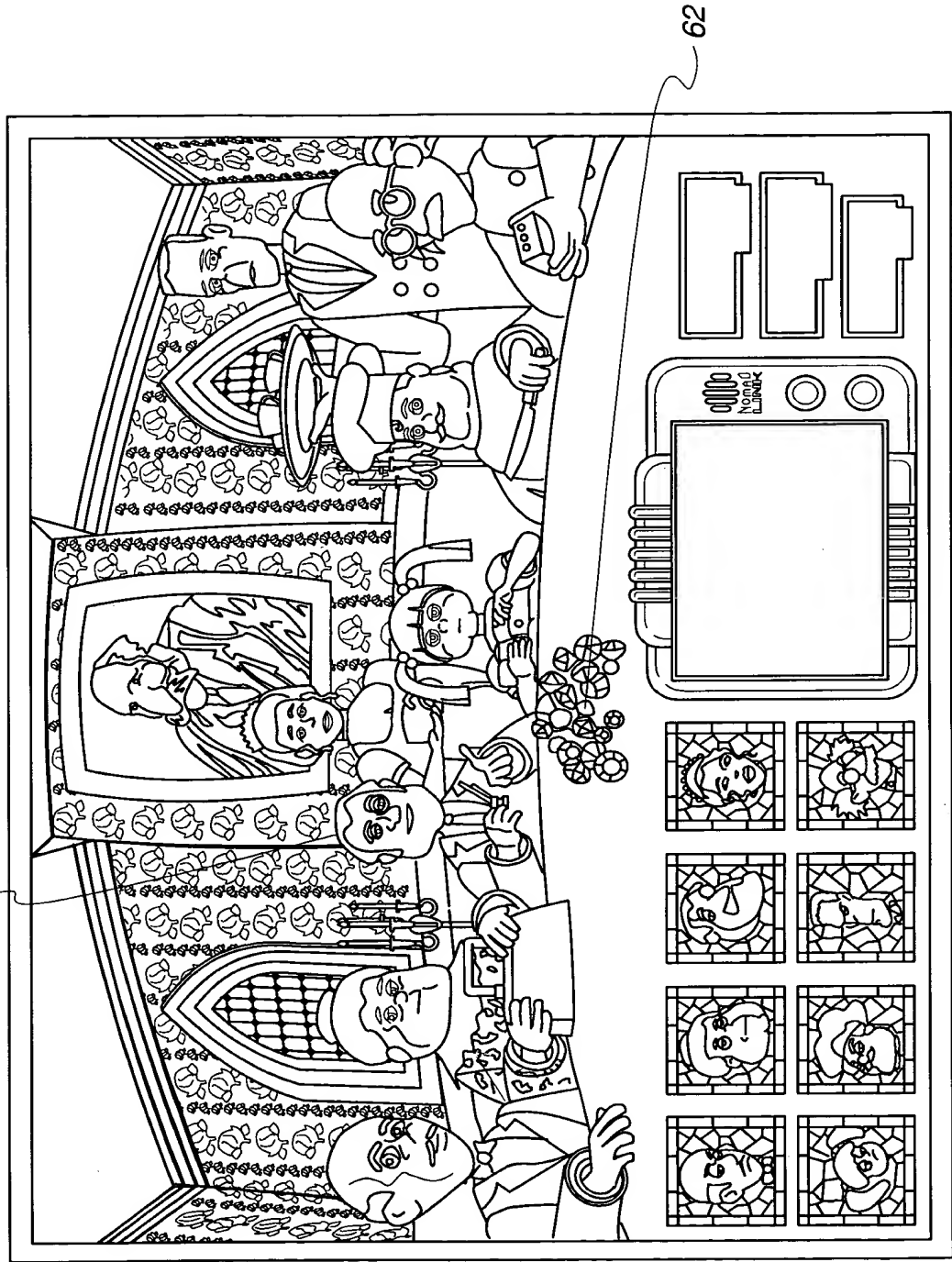
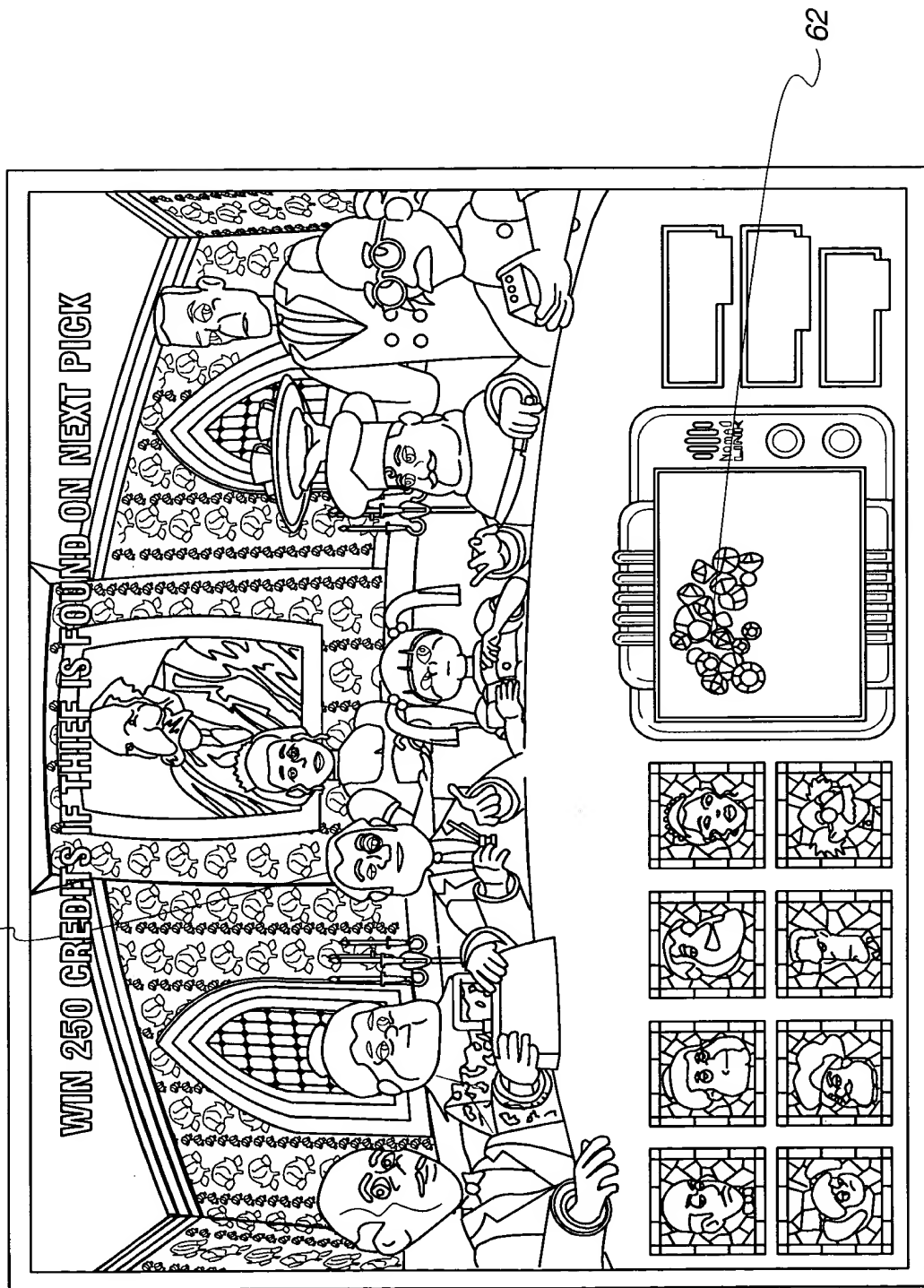


Fig. 6

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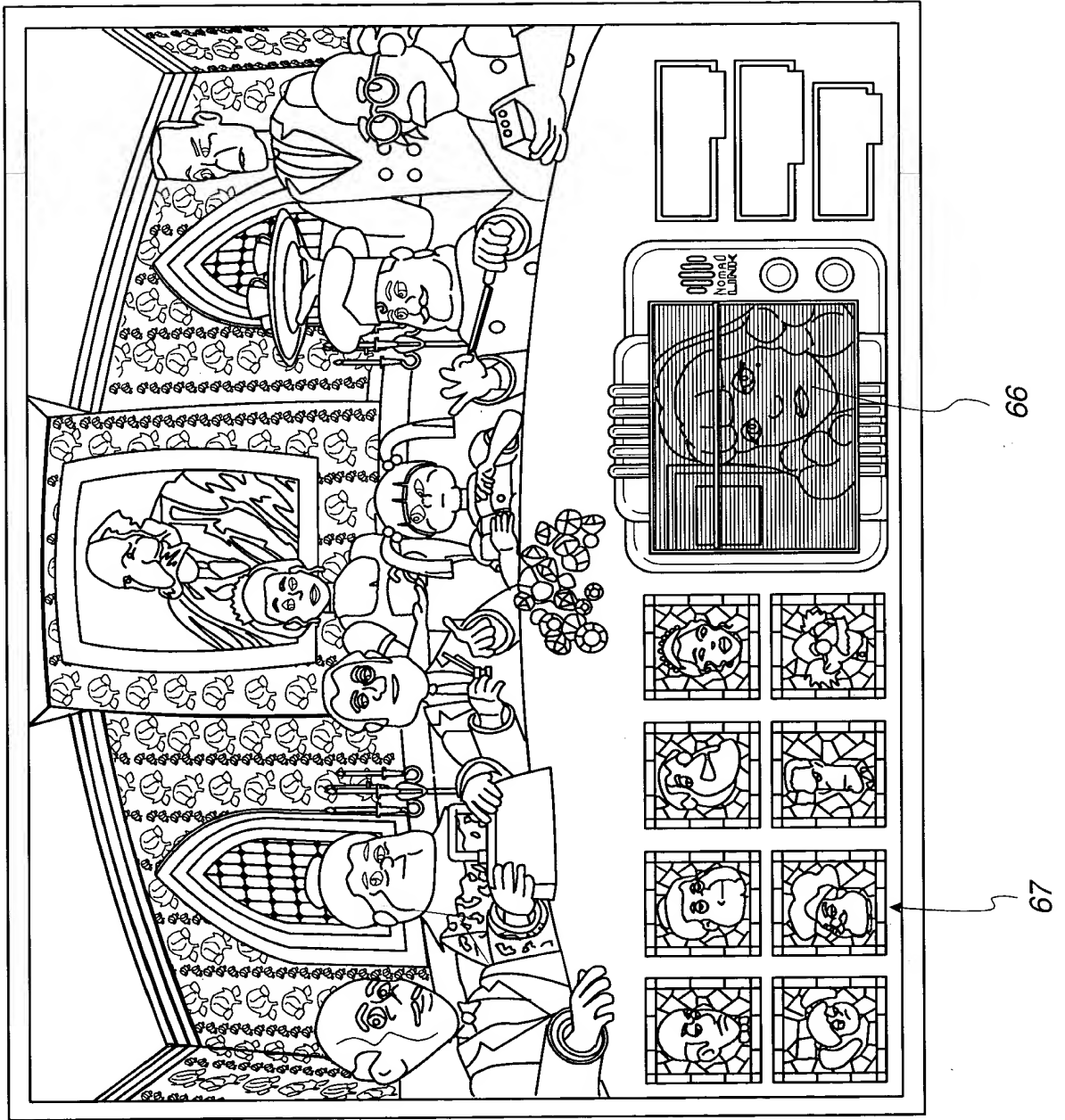


Fig. 7

Fig. 7 is a perspective view of the control panel of the system of Fig. 1, showing the control panel with the display and the buttons.

Fig. 8

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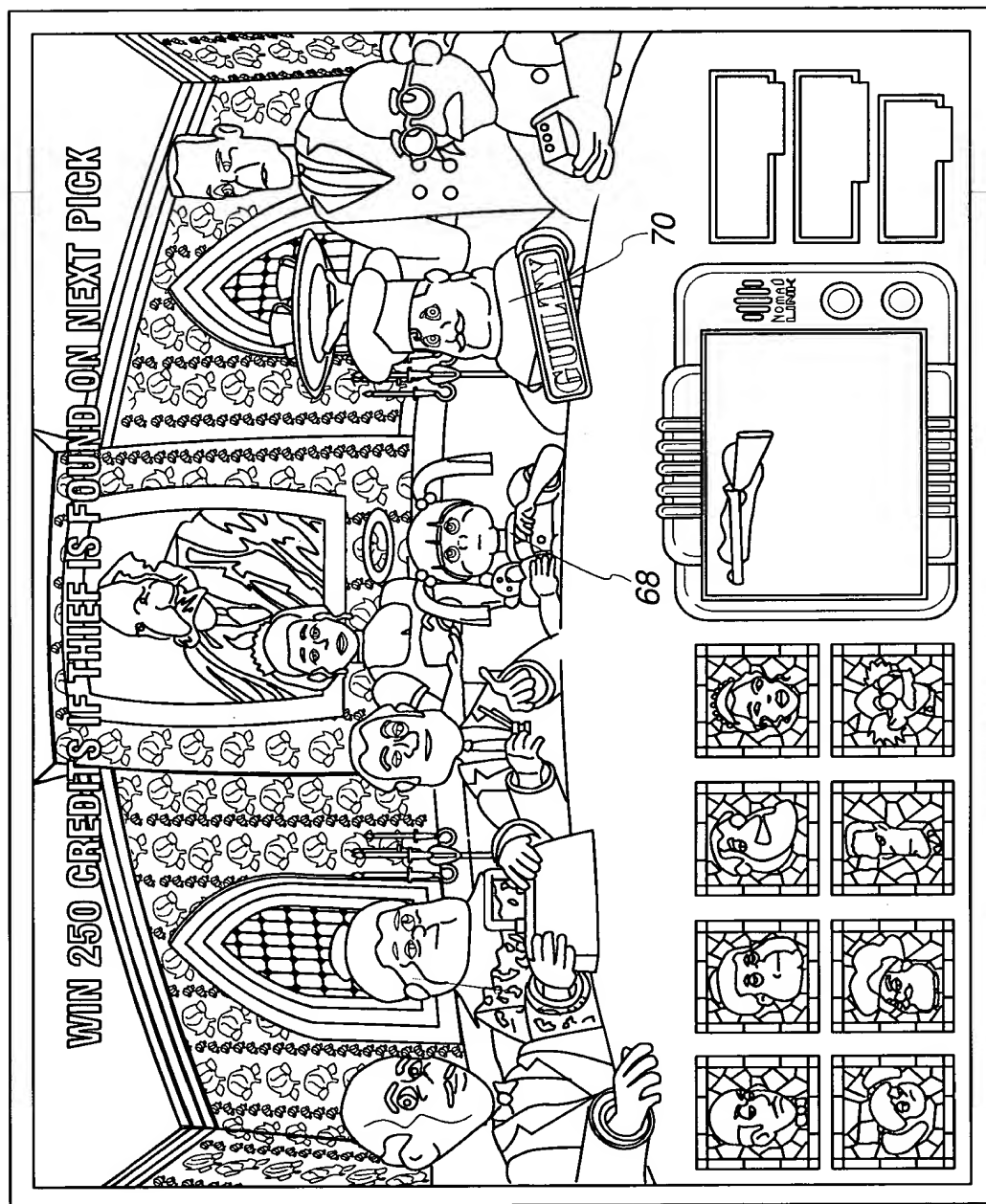


Fig. 8 is a perspective view of a slot machine game interface. The main display area shows a scene with several characters in a room. A large speech bubble from one character reads "WIN 250 CREDITS IF THIEF IS FOUND ON NEXT PICK". Below this, a character is shown holding a sign that says "GUILTY". To the right of the main display is a control panel with a large screen showing a hand holding a card, and several smaller screens displaying different character faces. The control panel also features a "NORMAL" button and a "CREDIT" display.

Fig. 9

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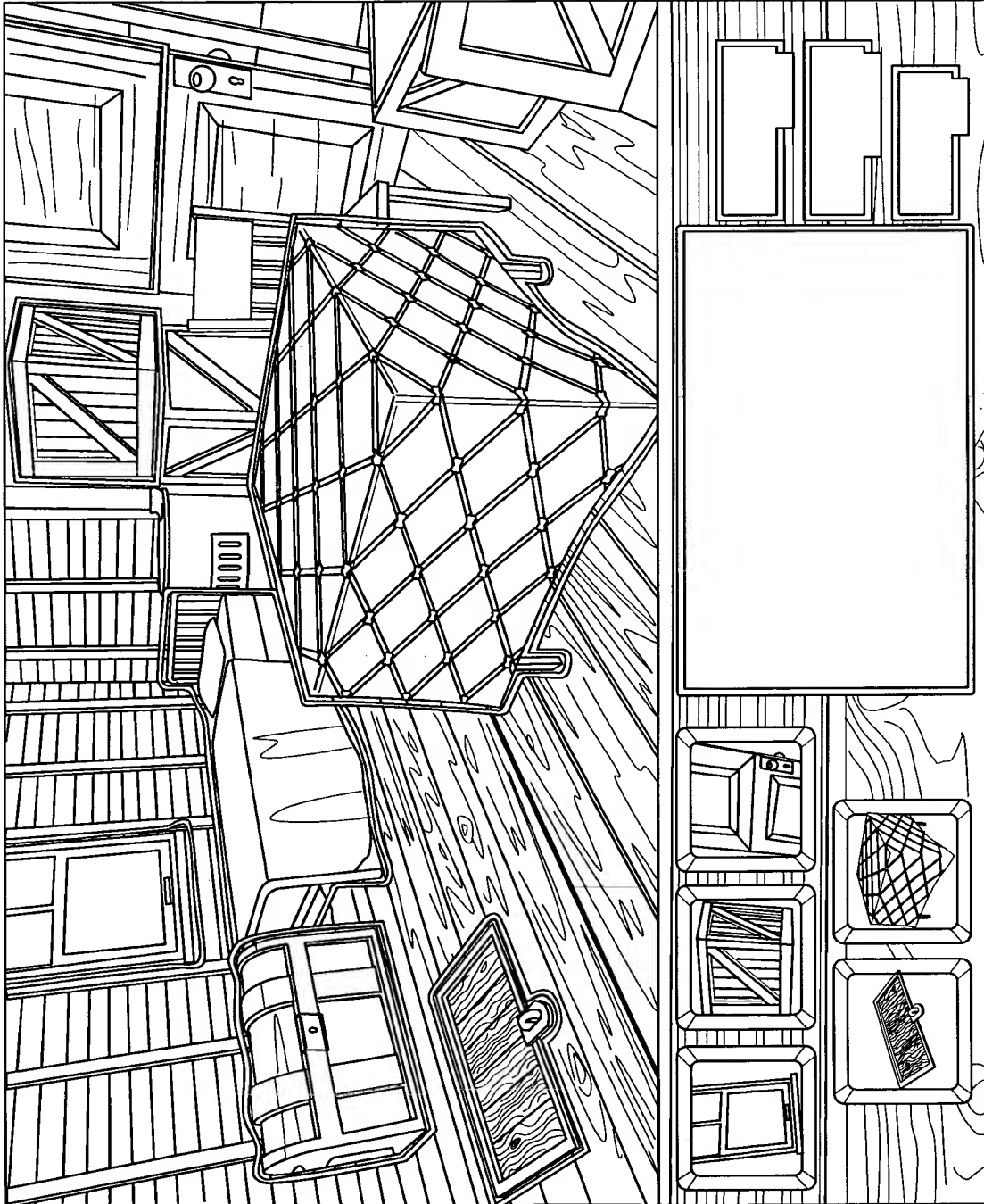


Fig. 10

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SELECTION IN WHICH GUILTY CHARACTER IS FOUND	PRIMARY BONUS (VALUE IS MULTIPLIED BY NUMBER OF ACTIVE PAYLINES)
1	250
2	200
3	150
4	100
5	80
6	70 (UNAVAILABLE WHEN THREE SIDEKICK SYMBOLS IN START-BONUS OUTCOME)
7	50 (UNAVAILABLE WHEN TWO OR MORE SIDEKICK SYMBOLS IN START-BONUS OUTCOME)
8	30 (UNAVAILABLE WHEN ONE OR MORE SIDEKICK SYMBOLS IN START-BONUS OUTCOME)

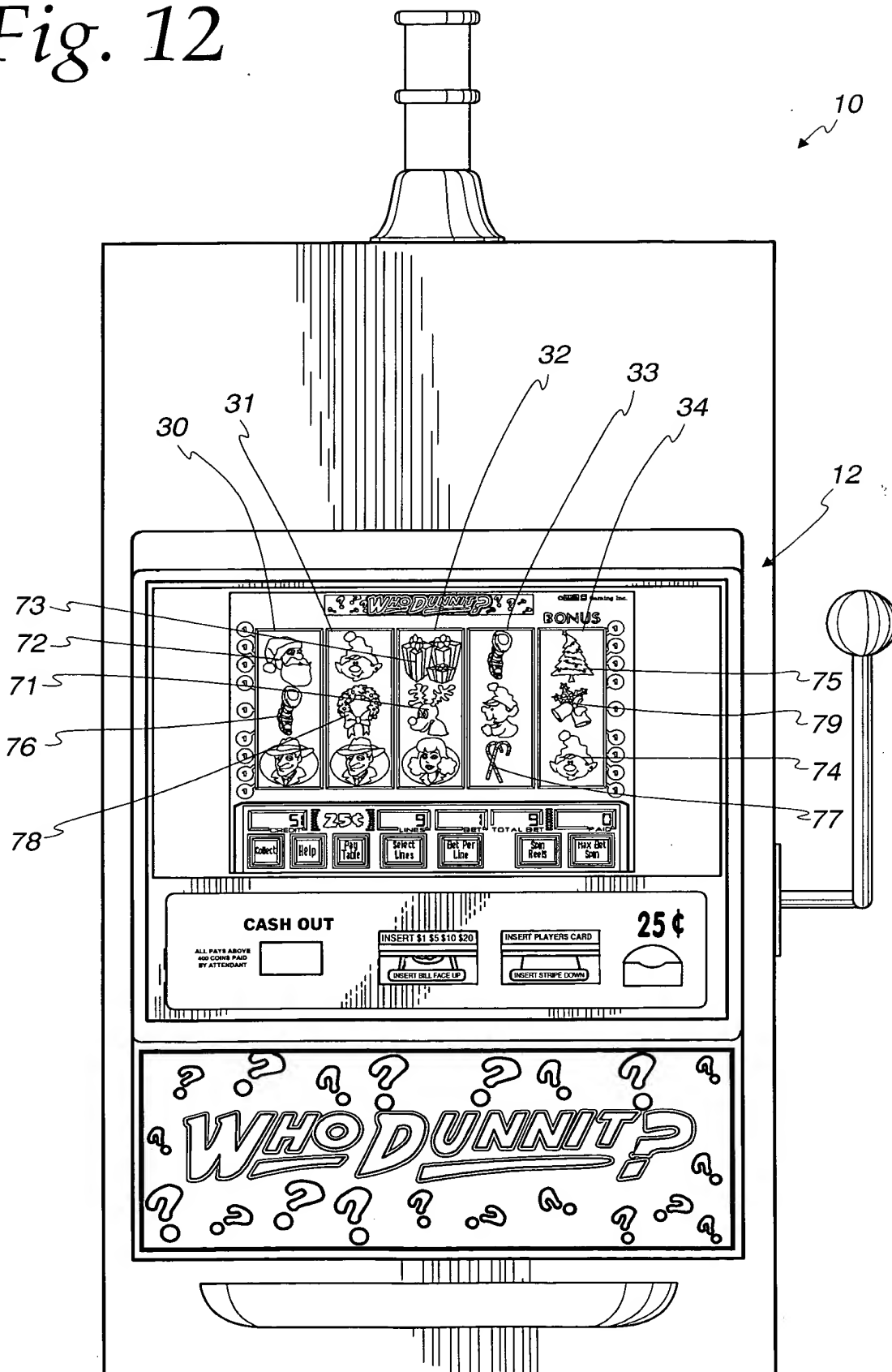
Fig. 11

SELECTION IN WHICH HIDING PLACE IS FOUND	MULTIPLIER (APPLIED TO TOTAL BONUS PAYOUT TO THAT POINT IN THE BONUS GAME)
1	X8
2	X5
3	X4
4	X3
5	X2

Fig. 12

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FIG. 12 is a perspective view of a slot machine 10 in accordance with the present invention. The slot machine 10 includes a main display 30, a bonus display 32, a cash out display 34, and a coin slot 31. The main display 30 displays a game 73, which includes a grid of symbols 72. The bonus display 32 displays a bonus game 75. The cash out display 34 displays a cash out amount 74 and a cash out button 76. The coin slot 31 is used to insert coins 78. The slot machine 10 also includes a coin meter 77 and a coin return button 79.



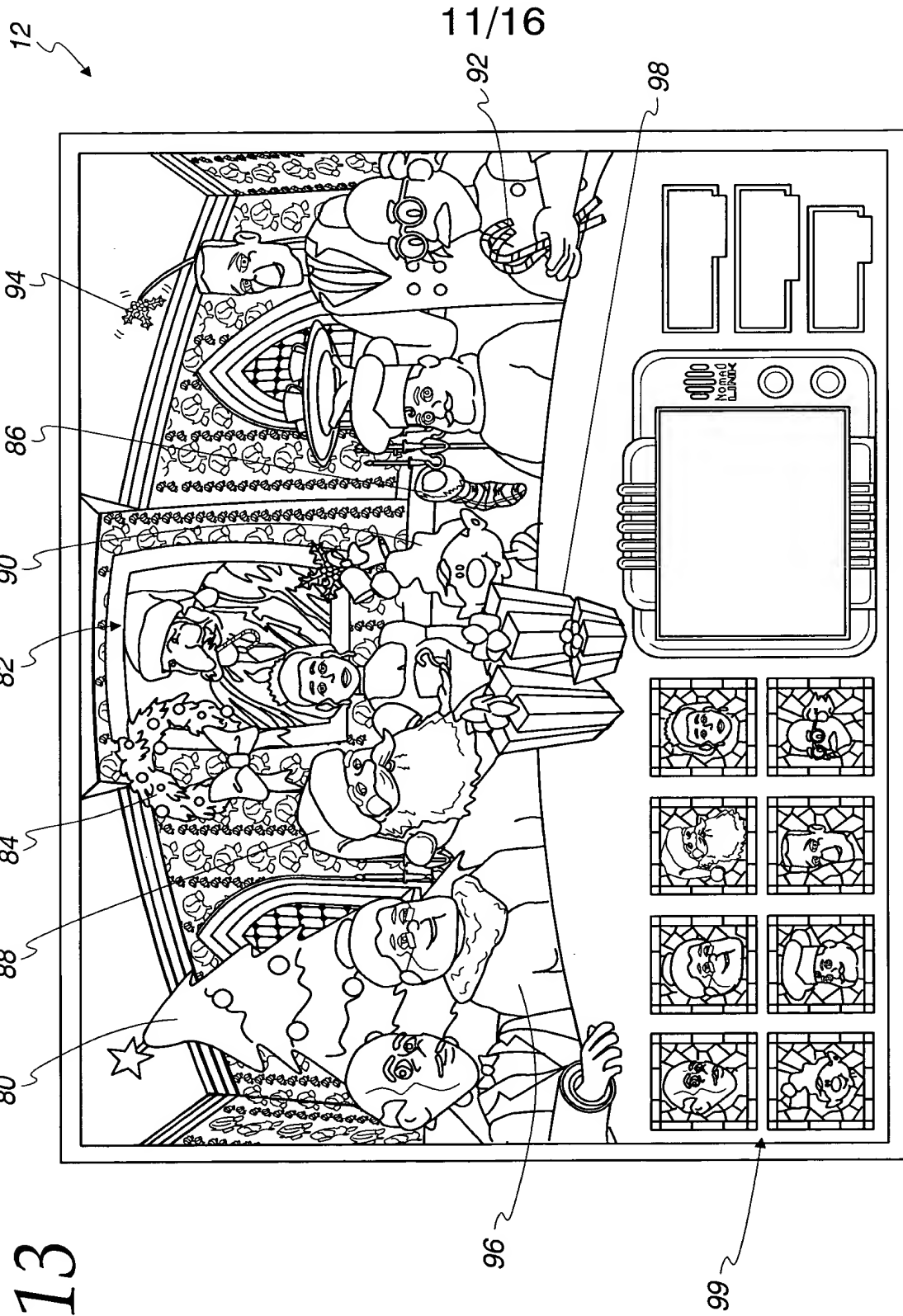


Fig. 13

FIG. 13 is a schematic diagram of a slot machine interface. The interface includes a main display area (92) showing a Christmas scene with Santa Claus (80), reindeer (82, 84, 86, 88), and a sleigh (90) carrying gifts. A star (80) is in the top left corner. To the right of the main display is a control panel (96) featuring a 'NOMAD' brand screen (98), three reels (99), and eight character icons in a 2x4 grid.

Fig. 14

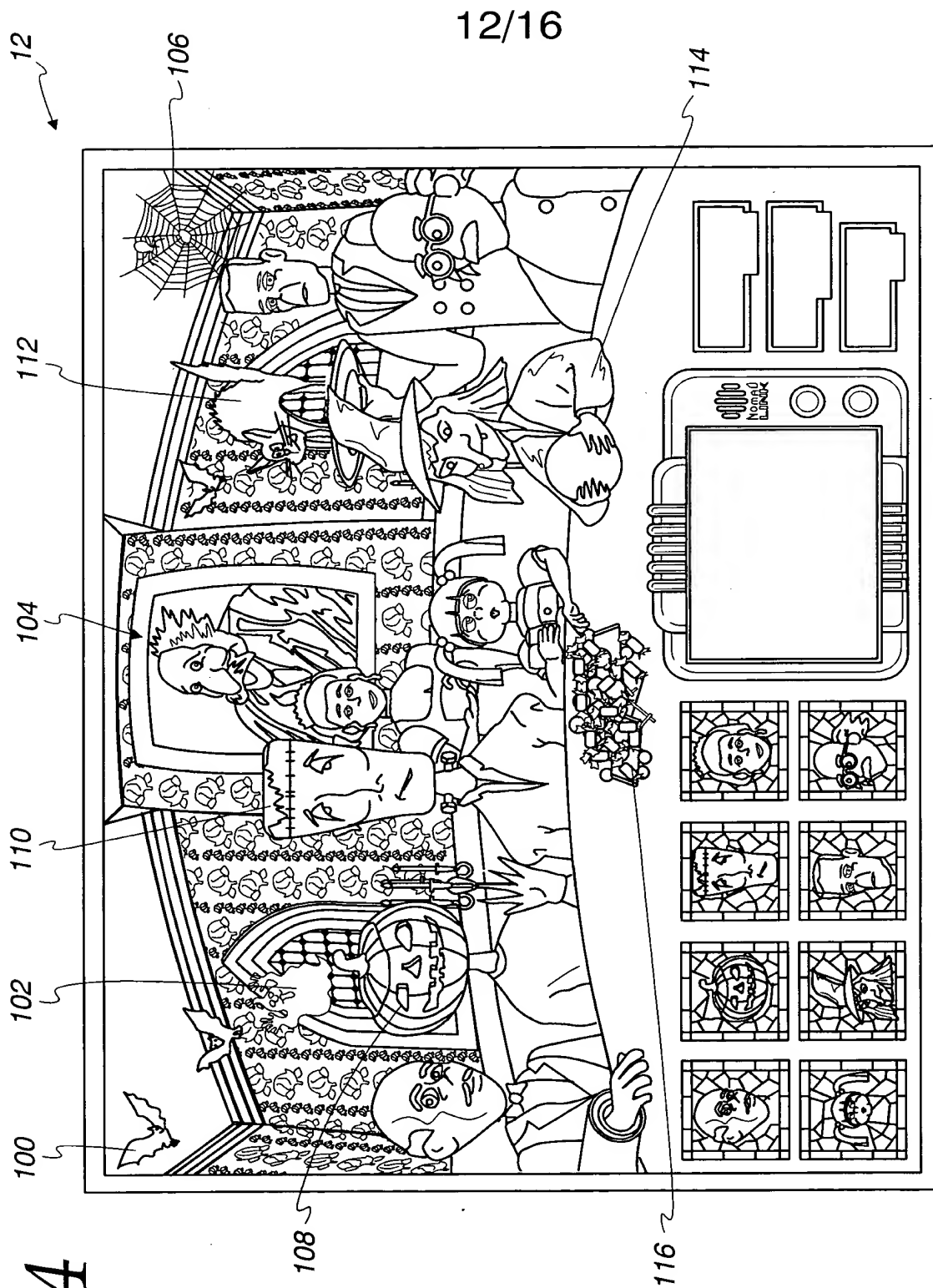


Fig. 15

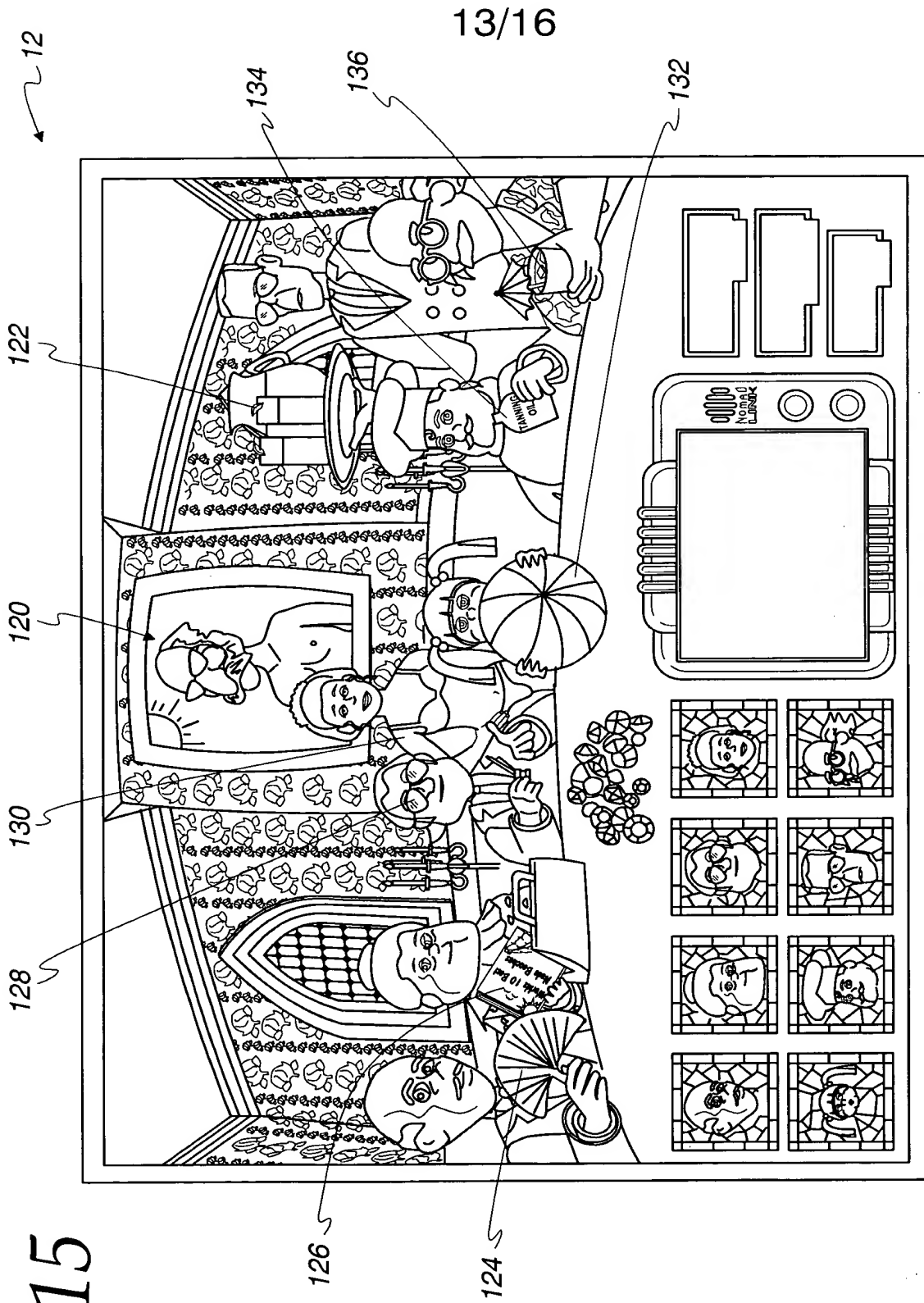


FIG. 15 is a perspective view of a slot machine in accordance with the present invention. The slot machine includes a main display area 120, a control panel 132, and a coin slot 134. The main display area 120 includes a television set 122 and a grid of eight small image windows 124. The control panel 132 includes a large rectangular button 126 and several smaller buttons 128. The coin slot 134 is located at the top of the machine. The slot machine is shown in a perspective view, with the front panel 130 and the back panel 136 visible.

Fig. 16

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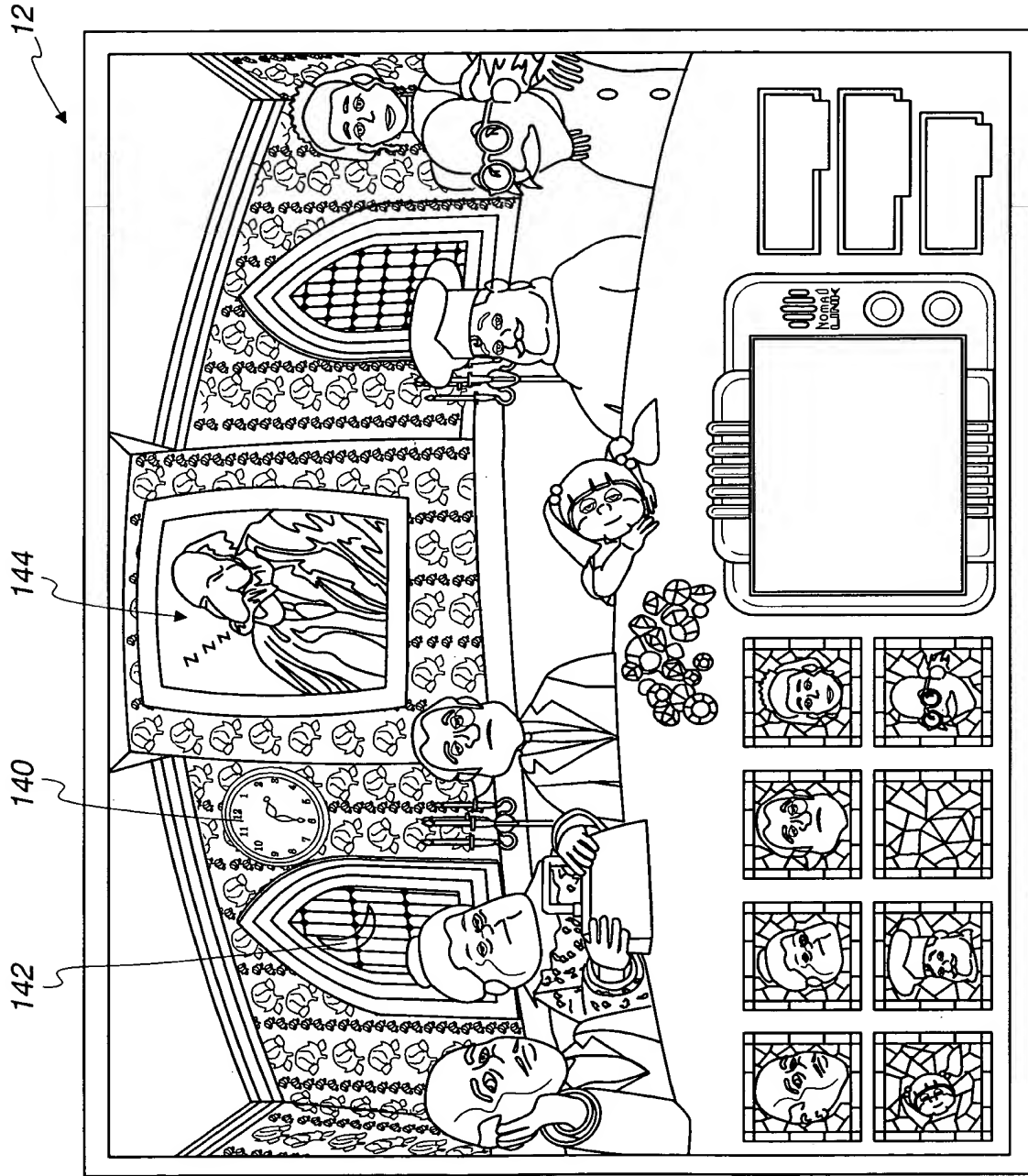
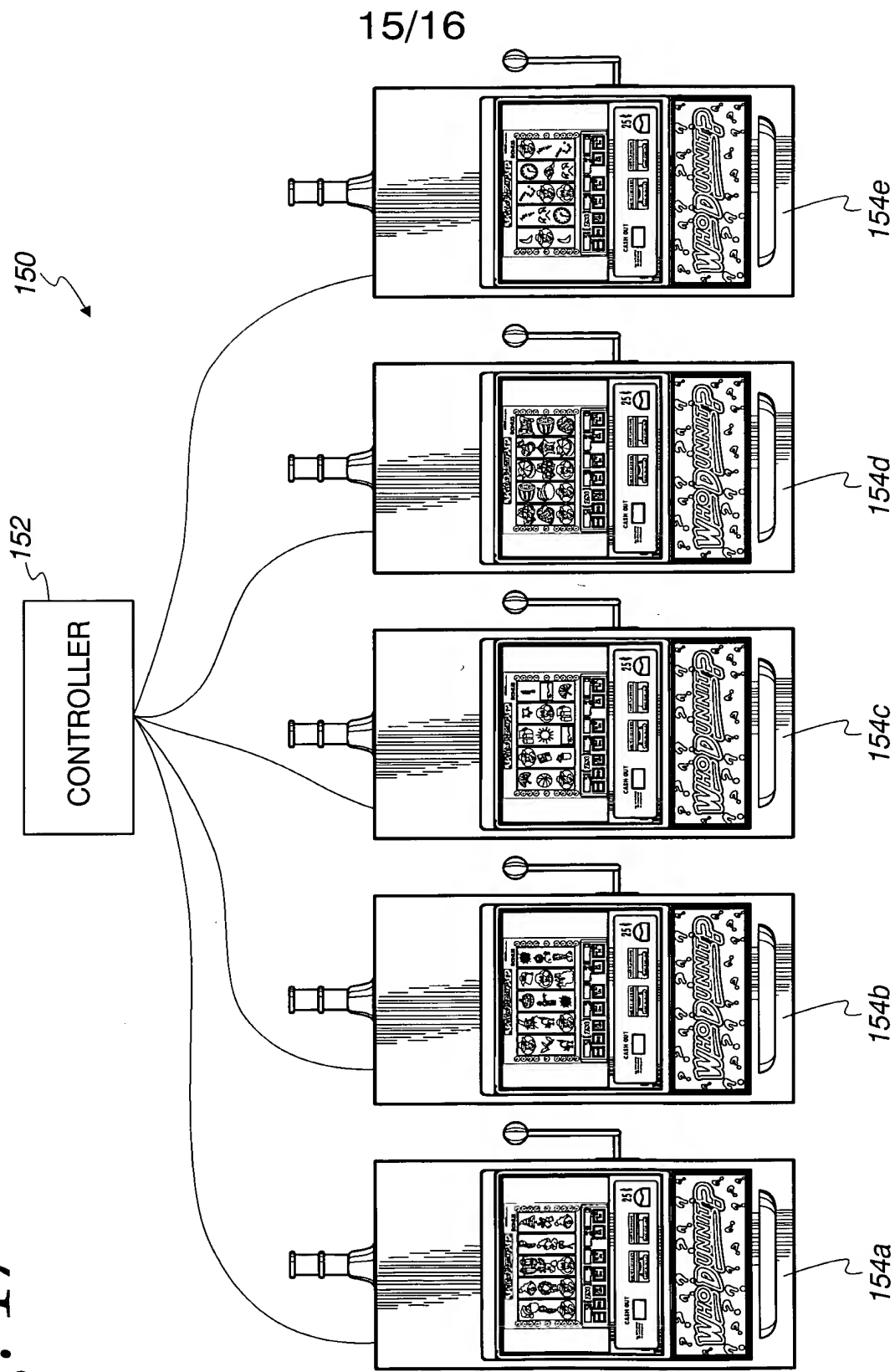


Fig. 17



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Fig. 18A

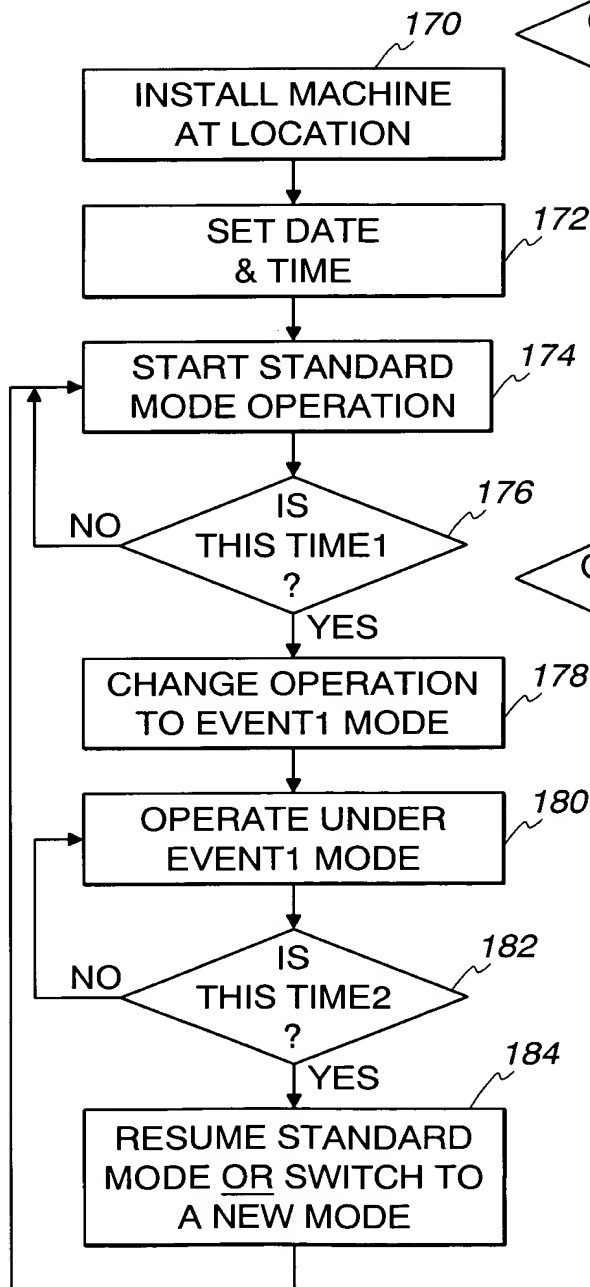


Fig. 18B

